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**Point Guard**  
(4th qtr/OT: Coach's Choice)

**3**

Off PF (+4) vs Def C  
(option for Column 2 shot  
if offense rebounds)

*Offensive C— Column 2 shot*

SAG: Defensive C

*Defensive PF*

PG 15 SG

**Coach's Choice: 1 (2,3)**

**4**

Off PF vs Def SF (+3)  
(option for Column 2 shot  
if offense rebounds)

*Offensive C— Column 2 shot*

CRASH: Loose ball foul  
on Offensive PF

*Defensive PF*

PG 13 SG

**Shooting Guard**

**6**

Offensive SF  
(may attempt Column 2 shot  
or draw next Play Card)

*Defensive PF*

SAG: Off C vs Def C

*Defensive PF*

SG 10 PG

**Power Forward**

**4**

Defensive PF (!)

*Shooter rebounds in lane—  
takes hurried shot  
to beat shot clock;  
use 2PT rating minus 10*

SAFE: Defensive PF

*Defensive C*

PG 12 SG

**Coach's Choice: 1 (2,3)**

**2**

Off SF (+7) vs Def PF  
(option for Column 2 shot  
if offense rebounds)

*Shooter rebounds  
and attempts Column 2 shot*

*Off C (Off PF if C is  
free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

PG 16 SG

**Center**

**2**

Off C vs Def PF (+3)  
(fastbreak if defense rebounds)

*Defensive C*

3 PT: Team rebound—defense

*Off C (Off PF if C is  
free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

PG 11 SG

**Point Guard**

**5**

Off PF (+5) vs Def C  
(fastbreak if defense)

*Defensive PF*

SAG: Defensive C

*Off C (Off PF if C is  
free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

PG 13 SG

**Center**

**3**

Off C (+6) vs Def C  
(fastbreak if defense rebounds)

*Defensive C*

CRASH: Offensive C (Col 2 shot)

*Off C (Off PF if C is  
free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

C 4 SF

**Center**  
(4th qtr/OT: Coach's Choice)

**5**

Off C vs Def C (+5)  
(option for Column 2 shot  
if offense rebounds)

*Offensive C— Column 2 shot*

*Off C (Off PF if C is  
free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

PF 4 C

**Point Guard****3**

Off C vs Def C

*Defensive PF*

CRASH: Off C (+4) vs Def C  
(column 2 shot if Off rebounds,  
fastbreak if Def rebounds)

*Off PG vs Def PG (+6)*PG 14 SG**Point Guard****1**

Off C (+3) vs Def C

*Ball out of bounds,  
HCA roll  
to see which team  
gets team rebound*

SAFE: Defensive C

*Off PF vs Def PF (+4)*PG 13 SG**Small Forward**  
(4th qtr/OT: Coach's Choice)**1**

Off C vs Def PF (+3)

*Shooter rebounds,  
fouled in the act of shooting  
by Defensive SG*

CRASH: Loose ball foul  
on Offensive C

*Defensive C*C 5 SF**Coach's Choice: 1 (2,3)****1**

Off C if rated 11 or higher—  
otherwise, Def C  
(fastbreak if defense rebounds)

*Ball out of bounds,  
HCA roll to see which team  
gets team rebound*

SAG: Defensive C

*Defensive PF*SG 9 PG**Point Guard**  
(4th qtr/OT: Coach's Choice)**5**

Off C vs Def C  
(fastbreak if defense  
rebounds)

*Shooter rebounds  
and attempts Column 2 shot*

*Off PF (Off C if  
Off PF is free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

PG 16 SG**Coach's Choice: 3 (2,1)****1**

Off PF vs Def PF (+2)

*High at SF*

CRASH: Loose ball foul  
on Offensive PF

SAFE: Defensive PF

*Defensive PF*PG 11 SG**Shooting Guard****6**

Off PF if rated 9 or higher—  
otherwise, Def PF

*Offensive C— Column 2 shot*

SAFE: Defensive PF

*Off PF (Off C if  
Off PF is free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

SG 10 PG**Coach's Choice: 2 (1,3)****3**

Defensive C (!)

*Offensive C— Column 2 shot*

CRASH: Defensive C (!)

3 PT: Off PG vs Def SG

*Defensive PF*PG 13 SG**Coach's Choice: 1 (2,3)****6**

Off PG vs Def PG (+2)

*Defensive C*

CRASH: Off PG (+4) vs Def PG  
(column 2 shot if Off rebounds,  
fastbreak if Def rebounds)

*Defensive PF*PG 10 SG

## Coach's Choice

5

Defensive C (!)

*Offensive C—Column 2 shot*

CRASH: Defensive C  
and fastbreak layup the other  
way for SF (Assist: C-4)

3 PT: Defensive SF (!)

*Defensive PF*

SG 5 PG

## Coach's Choice

5

Off SG vs Def SG

*Defensive C (!)*

CRASH: Off SG (+4) vs Def SG  
(column 2 shot if Off rebounds,  
fastbreak if Def rebounds)

*Defensive PF*

SF 5 PF

Shooting Guard  
(4th qtr/OT: Coach's Choice)

5

Off SG (+3) vs Def SF

*High at SF—  
If Off. rebounds, hurried shot  
to beat shot clock;  
use 2 PT rating minus 10*

*Off PF (Off C if  
Off PF is free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

SG 4 PG

## Coach's Choice: 1 (2,3)

1

Defensive SF (!)

*Goaltending!  
Credit shooter with basket*

CRASH: Loose ball foul  
on Offensive PF

SAFE: Defensive SF

*Defensive PF*

PG 17 SG

## Coach's Choice: 1 (3,2)

2

Defensive C (!)

*Goaltending!  
Credit shooter with basket*

SAG: Defensive C

3 PT: Defensive SG (!)

*Defensive PF*

PG 12 SG

Power Forward  
(4th qtr/OT: Coach's Choice)

2

Defensive PF (!)

*Offensive C— Column 2 shot*

SAG: Defensive PF

3 PT: Defensive PG (!)

*Defensive PF*

SF 4 PF

Power Forward  
(4th qtr/OT: Coach's Choice)

4

Off SF vs Def SG  
(fastbreak if defense  
rebounds)

*Goaltending!  
Credit shooter with basket*

SAFE: Defensive SG

*Defensive PF*

SG 8 PG

## Coach's Choice: 1 (2,3)

2

Defensive PG (!)

*Off C rebounds,  
slams home dunk,  
and is fouled by Def SF!*

CRASH: Loose ball foul  
on Offensive PG

*Defensive PF*

PG 14 SG

## Power Forward

5

Loose ball foul  
on Offensive C

*Defensive C rebounds,  
makes perfect outlet pass  
to PG who goes coast to coast  
for a layup (assist to C)*

SAFE: Defensive C

*Defensive PF*

PG 16 SG

## Small Forward

2

Off C rebounds—Col 2 shot  
(plus foul if Def C's  
Column 6 rating is > 4)

*Ball knocked out of bounds  
(ball to Home Team)—  
Def SG injured  
diving for loose ball*

Defensive PF

SG 9 PG

## Coach's Choice: 1 (2,3)

1

Ball out of bounds,  
HCA roll to see which team  
gets team rebound

*Shooter rebounds in lane—  
takes hurried shot  
to beat shot clock;  
use 2PT rating minus 10*

Defensive PF

PG 9 SG

## Power Forward

1

Off PF vs Def PF (+1)  
(fastbreak if defense rebounds)

Team Rebound—Offense

CRASH: Off PF (+4) vs Def PF  
(column 2 shot if Off rebounds,  
fastbreak if Def rebounds)

Defensive PF

PG 9 SG

## Coach's Choice: 1 (2,3)

3

Off C (+4) vs Def PF

Team Rebound—Offense

SAG: Defensive PF

SAFE: Defensive PG

Defensive PF

PG 5 SG

## Shooting Guard

3

Off C (+5) vs Def C  
(Column 2 shot  
if offense rebounds,  
fastbreak if defense rebounds)

Defensive SF (!)

SAFE: Defensive C

Defensive PF

PG 11 SG

Power Forward  
(4th qtr/OT: Coach's Choice)

4

Highest rebounder  
at Off C and PF (tie to PF)  
gets rebound  
and Column 2 shot,  
and is fouled  
by his regular defender

Defensive C

Defensive PF

PG 4 SG

## Small Forward

2

Loose ball foul on player  
with highest Column 6  
rating on defense  
(tie order: PF-C-SG-SF-PG)

*Shooter rebounds in lane—  
takes hurried shot  
to beat shot clock;  
use 2PT rating minus 10*

Defensive PF

PG 15 SG

## Coach's Choice: 2 (1,3)

6

Off PF (+■) vs Def PF

*Ball out of bounds,  
HCA roll to see which team  
gets team rebound*

3 PT: Team rebound—defense

Defensive PF

PG 17 SG

## Center

4

Off SF (+3) vs Def PF  
(option for Column 2 shot  
if offense rebounds)

*Shooter rebounds,  
fouled in the act of shooting  
by Defensive PF*

SAG: Defensive PF

Defensive PF

PF 4 C

**Center**  
(4th qtr/OT: Coach's Choice)

6

Off PF vs Def SF (+2)  
(option for Column 2 shot  
if offense rebounds)

*Ball out of bounds,  
HCA roll to see which team  
gets team rebound*

3 PT: Defensive SG (!)

*Defensive PF*

PG 8 SG

**Center**

5

Defensive SG (!)

*Team Rebound—Offense*

SAG: Defensive SG

SAFE: Defensive SG

*Defensive PF*

PG 11 SG

**Power Forward**

2

Defensive PF (!)

*Team Rebound—Offense*

CRASH: Defensive PF  
and fastbreak layup the other  
way for SG (Assist: SF-5)

SAFE: Defensive PF

*Defensive C*

PG 14 SG

**Coach's Choice**

6

Off SF vs Def SF  
(Column 2 shot  
if offense rebounds,  
fastbreak if defense rebounds)

*Defensive C*

SAFE: Defensive SF

*Defensive PF*

PG 7 SG

**Shooting Guard**

5

Off PF vs Def C

*Defensive C*

CRASH: Off PF (+4) vs Def C  
(column 2 shot if Off rebounds,  
fastbreak if Def rebounds)

*Defensive PF*

C 8 SF

**Shooting Guard**

3

Offensive PF  
(option for Column 2 shot)

*Offensive PF*

SAG: Off PF vs Def PF

*Off PF (Off C if  
Off PF is free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

C 7 SF

**Shooting Guard**

4

Defensive C (!)

*Defensive PF rebounds;  
Check for TF on Off Coach:  
1-5 No Technical  
6 Technical Foul*

SAFE: Defensive C

*Defensive PF*

SG 8 PG

**Coach's Choice: 2 (3,1)**

6

Off SF (+■) vs Def PF  
(option for Column 2 shot  
if offense rebounds)

*Shooter rebounds,  
fouled in the act of shooting  
by Defensive C*

SAG: Defensive PF

*Defensive PF*

SG 10 PG

**Power Forward**

1

Off SG vs Def SF (+3)  
(fastbreak if  
defense rebounds)

*Defensive C (!)*

CRASH: Off SG (+4) vs Def SF  
(column 2 shot if Off rebounds,  
fastbreak if Def rebounds)

*Defensive PF*

C 8 SF

**Small Forward**  
(4th qtr/OT: Coach's Choice)

**5**

Off C vs Def PF (+3)

*Team Rebound—Defense*

CRASH: Off C (+4) vs Def PF  
(column 2 shot if Off rebounds,  
fastbreak if Def rebounds)

3 PT: Off SG vs Def SG

*Defensive PF*

C 8 SF

**Small Forward**  
(4th qtr/OT: Coach's Choice)

**6**

Ball out of bounds,  
HCA roll to see which team  
gets team rebound

*Shooter rebounds in lane—  
takes hurried shot  
to beat shot clock;  
use 2PT rating minus 10*

*Defensive PF*

PG 15 SG

**Coach's Choice: 3 (2,1)**

**2**

Defensive SG (!)

*Team Rebound—Offense*

CRASH: Defensive SG  
and fastbreak layup the other  
way for SF (Assist: PG-7)

SAFE: Defensive SG

*Defensive PF*

SG 10 PG

**Shooting Guard**

**3**

Off SF if rated 6 or higher—  
otherwise, Def SG

*Offensive C (Column 2 shot)*

SAFE: Defensive SG

*Off PF (Off C if  
Off PF is free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

SG 7 PG

**Small Forward**

**6**

Off PF if rated 8 or higher—  
otherwise, Def C

*Team Rebound—Offense  
Possible brawl!  
Draw new Play Card -  
if "66", brawl ensues,  
shooter and blocker ejected*

*Defensive C*

PG 10 SG

**Coach's Choice: 1 (3,2)**

**2**

Off PG if rated 6 or higher—  
otherwise, Def PG

*Team Rebound—Offense*

CRASH: Off PG (+4) vs Def PG  
(column 2 shot if Off rebounds,  
fastbreak if Def rebounds)

*Defensive C*

PG 9 SG

**Coach's Choice: 4 (3,2,1)**

**3**

Off SG (+2) vs Def SG  
(option for Column 2 shot  
if offense rebounds)

*Ball knocked out of bounds  
(ball to Home Team)—  
Def PG injured  
diving for loose ball*

*Defensive C*

SF 7 PF

**Coach's Choice: 2 (1,3)**

**6**

Off SF (+6) vs Def SF  
(option for Column 2 shot  
if offense rebounds)

*Ball tied up between  
opposing players,  
jump ball is called—C's*

*Defensive C*

SF 8 PF

**Small Forward**

**1**

Highest rebounder on offense  
(tie order: PF-C-SG-SF-PG)

*High at SF—  
If Off. rebounds, hurried shot  
to beat shot clock;  
use 2 PT rating minus 10*

SAFE: Defensive C

*Defensive C*

SG 6 PG

## Shooting Guard

1

Def SF if rated 10 or higher—  
otherwise, Off PF

*Team Rebound—Offense*

SAG: Defensive SF

SAFE: Defensive SF

*Defensive C*

PG 8 SG

## Shooting Guard

4

Off PG (+■) vs Def SF

*Shooter rebounds,  
fouled in the act of shooting  
by Defensive SF*

*Off PF (Off C if  
Off PF is free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

PG 10 SG

## Coach's Choice: 3 (4,2,1)

4

Off PF vs Def SG (+3)  
(fastbreak if  
defense rebounds)

*Shooter rebounds in lane—  
takes hurried shot  
to beat shot clock;  
use 2PT rating minus 10*

*Defensive C*

SF 8 PF

## Power Forward

5

Off SG vs Def SF (+2)

*Team Rebound—Offense*

CRASH: Off SG (+4) vs Def SF  
(column 2 shot if Off rebounds,  
fastbreak if Def rebounds)

*Defensive C*

SG 10 PG

## Center

6

Off SF vs Def SF (+3)  
(option for Column 2 shot  
if offense rebounds)

*Defensive PG if rated  
8 or higher—  
otherwise, Defensive PF*

SAFE: Defensive SF

*Defensive C*

SG 9 PG

## Small Forward

3

Rare Play

*Shooter rebounds in lane—  
takes hurried shot  
to beat shot clock;  
use 2PT rating minus 10*

*Off PF (Off C if  
Off PF is free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

PG 10 SG

## Rare Play

1

Off PF (+5) vs Def C

*Ball tied up between  
opposing players,  
jump ball is called—SG's*

3 PT: Off SG vs Def SG

SAG: Defensive SG

*Defensive C*

SG 6 PG

## Coach's Choice: 3 (2,4,1)

3

Off PG (+6) vs Def SG

*High at PF—  
If Off. rebounds, hurried shot  
to beat shot clock;  
use 2 PT rating minus 10*

*Off PF (Off C if  
Off PF is free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

C 7 SF

## Center

3

Off C vs Def PF (+2)

*Team Rebound—Home Team*  
CRASH: Off SF (+4) vs Def SF  
(column 2 shot if Off rebounds,  
fastbreak if Def rebounds)

*Defensive C*

SF 1 PF

## Coach's Choice: 4 (2,1)

1

Ball out of bounds,  
HCA roll  
to see which team  
gets team rebound

*High at PF—  
If Off. rebounds, hurried shot  
to beat shot clock;  
use 2 PT rating minus 10*

Defensive C

PG 6 SG

## Point Guard

5

Highest rebounder in game  
(tie order: PF-C-SG-SF-PG)

*2nd Quarter—Goaltending!  
Any other time—  
Good block, rebound to  
shot blocker*

3 PT: Off SF vs Def SG

Defensive C

SG 7 PG

## Power Forward

4

Defensive C (!)

*Ball tied up between  
opposing players,  
jump ball is called—C's*

SAG: Defensive C

3 PT: Defensive PG (!)

Defensive C

SF 4 PF

## Coach's Choice: 1 (2,3)

3

Defensive SG (!)

*Ball tied up between  
opposing players,  
jump ball is called—PF's*

SAG: Defensive SG

SAFE: Defensive SG

Defensive C

PF 7 SF

## Coach's Choice: 1 (2,3)

2

Off SG (+4) vs Def PG

*Goaltending!  
Credit shooter with basket*

CRASH: Defensive SF  
and fastbreak layup the other  
way for PG (Assist: SF-5)

Defensive C

PG 12 SG

Center  
(4th qtr/OT: Coach's Choice: 1 (2,3))

2

Highest at PG and SG  
(tie to PG)

*Off C rebounds,  
slams home dunk,  
and is fouled by Def PF!*

SAG: Defensive SG

Defensive C

SG 8 PG

## Coach's Choice: 3 (2,4,1)

3

Off C (+7) vs Def C  
(option for Column 2 shot  
if offense rebounds)

*Ball knocked out of bounds  
(ball to Home Team)—  
Def PF injured  
diving for loose ball*

Defensive C

C 6 SF

## Shooting Guard

5

Off PF (+5) vs Def PF

*1st Quarter—Goaltending!  
Any other time—  
Good block, rebound to  
shot blocker*

3 PT: Off PG vs Def SG

Defensive C

PF 7 C

## Small Forward

6

Highest at SF and SG  
(tie to SG)

*Team Rebound—Offense  
Possible brawl!  
Draw new Play Card -  
if "66", brawl ensues,  
shooter and blocker ejected*

Defensive C

SG 8 PG



**Point Guard****4****Off C (+5) vs Def C**

*Offensive PF—  
Hurried shot to beat shot clock;  
use 2 PT rating minus 10*

**3 PT: Off PG vs Def PG***Defensive PG***PF** **6** **C****Coach's Choice: 1 (2,3)****1****Off PG (+3) vs Def PG**

*Ball tied up between  
opposing players,  
jump ball is called—PF's*

**SAG: Defensive PG***Defensive PG***SG** **7** **PG****Small Forward  
(4th qtr/OT: Coach's Choice)****4****Off C vs Def PF (!)**

*Defensive C rebounds,  
makes perfect outlet pass  
to SG who goes coast to coast  
for a layup (assist to C)*

**SAG: Defensive PF***Defensive PG***PG** **8** **SG****Center  
(4th qtr/OT: Coach's Choice)****1**

**Off C (+■) vs Def C**  
(option for Column 2 shot  
if offense rebounds)

*Ball knocked out of bounds  
(ball to Home Team)—  
Def C injured  
diving for loose ball*

*Defensive C***SF** **6** **PF****Center****6****Off C (+6) vs Def C (!)**

*Ball tied up between  
opposing players,  
jump ball is called—PG's*

**SAFE: Off C vs Def C***Defensive C***C** **6** **SF****Coach's Choice: 1 (2,3)****4****Off PF (+4) vs Def PF**

*Ball out of bounds,  
HCA roll  
to see which team  
gets team rebound*

**3PT: Offensive SG***Defensive PG***PF** **6** **C****Center****1****Off C vs Def PF (+2)**

*4th Quarter—Goaltending!  
Any other time—  
Good block, rebound to  
shot blocker*

**3 PT: Offensive SG***Defensive C***PG** **6** **SG****Coach's Choice: 2 (3,1)****5**

**Off SF (+■) vs Def PF**  
(option for Column 2 shot  
if offense rebounds)

*Defensive PF***SAG: Defensive PF****SAFE: Defensive PF***Defensive C***SF** **8** **PF****Power Forward****6****Defensive PF (!)**

*3rd Quarter—Goaltending!  
Any other time—  
Good block, rebound to  
shot blocker*

**SAG: Defensive PF***Defensive C***SF** **6** **PF**

## Shooting Guard

2

Offensive C  
(may attempt Column 2 shot  
or draw next Play Card)

*Defensive PF*

SAG: Off C vs Def C

*Defensive C*

SF 7 PF

## Coach's Choice: 2 (3,4,1)

4

Off PF vs Def SF (+2)  
(option for Column 2 shot  
if offense rebounds)

*Defensive C rebounds,  
makes perfect outlet pass  
to PG who goes coast to coast  
for a layup (assist to C)*

*Defensive C*

C 8 SF

Point Guard  
(4th qtr/OT: Coach's Choice)

6

Off PF (+7) vs Def C  
(option for Column 2 shot  
if offense rebounds)

*Shooter rebounds,  
fouled in the act of shooting  
by Defensive PG*

*Defensive C*

PG 8 SG

## Power Forward

4

Defensive PF (!)

*Offensive PF*

CRASH: Defensive PF  
and fastbreak layup the other  
way for SG (Assist: PG-5)

SAFE: Defensive PF

*Defensive C*

PG 5 SG

## Coach's Choice: 1 (3,2)

3

Defensive C (!)

*Shooter rebounds in lane—  
takes hurried shot  
to beat shot clock;  
use 2PT rating minus 10*

3 PT: Defensive SG (!)

*Defensive C*

PF 7 C

## Coach's Choice: 1 (2,3)

4

Defensive SF (!)

*Shooter rebounds in lane—  
takes hurried shot  
to beat shot clock;  
use 2PT rating minus 10*

SAG: Defensive SF

*Defensive C*

C 7 SF

Small Forward  
(4th qtr/OT: Coach's Choice)

5

Off SG (+6) vs Def SF

*Offensive PF—  
Hurried shot to beat shot clock;  
use 2 PT rating minus 10*

CRASH: Offensive SG  
(column 2 shot)

*Defensive C*

SG 2 PG

## Coach's Choice

5

Off SG if rated 7 or higher—  
otherwise, Def SG

*Offensive PF—  
Hurried shot to beat shot clock;  
use 2 PT rating minus 10*

CRASH: Loose ball foul  
on Offensive SG

*Defensive C*

SG 5 PG

## Coach's Choice

2

Defensive C (!)

*Defensive SF (!)*

CRASH: Loose ball foul  
on Offensive C

SAFE: Defensive C

*Defensive C*

PG 2 SG

## Point Guard

4

Off C vs Def C  
(fastbreak if  
defense rebounds)

*Team Rebound—Offense*

CRASH: Loose ball foul  
on Offensive C

*Defensive C*

SG 2 PG

## Coach's Choice: 2 (1,3)

2

Off SF vs Def PG  
(fastbreak if  
defense rebounds)

*Offensive PF—  
Hurried shot to beat shot clock;  
use 2 PT rating minus 10*

*Defensive C*

PG 5 SG

## Shooting Guard

6

Off PF if rated 12 or higher—  
otherwise, Def PF

*Off C rebounds,  
slams home dunk,  
and is fouled by Def C!*

SAFE: Defensive PF

*Defensive C*

PG 2 SG

Point Guard  
(4th qtr/OT: Coach's Choice)

3

Off C vs Def PF

*Ball tied up between  
opposing players,  
jump ball is called—SF's*

3 PT: Off PG vs Def PG

*Defensive C*

SG 7 PG

## Point Guard

1

Off PF vs Def C

*Shot blocker rebounds as  
shooter wanted foul called—  
Check for TF on shooter  
(if no TF, draw Play Card)*

3 PT: Off SG vs Def SG

*Defensive C*

SF 8 PF

## Coach's Choice: 1 (3,2)

6

Off C if rated 12 or higher—  
otherwise, Def C

*Shot blocker rebounds as  
shooter wanted foul called—  
Check for TF on shooter  
(if no TF, draw Play Card)*

SAFE: Defensive C

*Defensive C*

SG 5 PG

## Center

3

Off SF (+5) vs Def PF  
(option for Column 2 shot  
if offense rebounds)

*Team Rebound—Offense*

CRASH: Offensive SF  
(column 2 shot)

*Defensive SF*

SF 5 PF

## Coach's Choice: 2 (3,4,1)

5

Off PF (+4) vs Def PF

*Shot blocker rebounds as  
shooter wanted foul called—  
Check for TF on shooter  
(if no TF, draw Play Card)*

SAG: Defensive PF

*Defensive SF*

PG 6 SG

## Small Forward

6

Loose ball foul on  
defensive player with  
highest Column 6  
defense rating  
(tie order: C-PF-SF-SG-PG)

*Shot blocker rebounds*

*Defensive SF*

C 6 SF

## Point Guard

3

Highest rebounder  
at Off C and PF (tie to C)  
gets rebound  
and Column 2 shot,  
and is fouled  
by his regular defender

*Offensive C—Column 2 shot*

*Def SG if  $\geq 10$ : otherwise Def*

C 2 SF

## Point Guard

4

Off C (+■) vs Def C  
(Column 2 shot  
if offense rebounds,  
fastbreak  
if defense rebounds)

*Team Rebound—Offense*

SAG: Defensive C

*Def SG if  $\geq 10$ : otherwise Def*

C 5 SF

## Coach's Choice: 1 (2,3)

6

Off C (+5) vs Def PF

*Offensive PF—  
Hurried shot to beat shot clock;  
use 2 PT rating minus 10*

3 PT: Team rebound—offense

*Defensive SF*

SF 2 PF

## Power Forward

6

Off PF (+■) vs Def PF  
(fastbreak if defense rebounds)

*Offensive PF*

SAG: Defensive PF

*Off C (Off PF if C is  
free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

C 2 SF

## Coach's Choice: 1 (2,3)

4

Ball out of bounds,  
HCA roll  
to see which team  
gets team rebound

*High at PF—  
If Off. rebounds, hurried shot  
to beat shot clock;  
use 2 PT rating minus 10*

*Def SG if  $\geq 10$ : otherwise Def C*

SF 5 PF

## Center

1

Off C rebounds—  
Column 2 shot  
(plus foul if Def C's  
Column 6 rating  
is > 4)

*Defensive PF*

*Def SG if  $\geq 10$ : otherwise Def C*

SF 2 PF

## Power Forward

1

Loose ball foul on  
Offensive PF

*Shot blocker rebounds as  
shooter wanted foul call—  
Check for TF on shooter  
(if no TF, draw Play Card)*

SAFE: Team rebound—defense

*Def SG if  $\geq 10$ : otherwise Def C*

PF 7 C

## Coach's Choice: 1 (2,3)

5

Defensive PG (!)

*Offensive PF—  
Hurried shot to beat shot clock;  
use 2 PT rating minus 10*

SAG: Defensive PG

SAFE: Defensive PG

*Def SG if  $\geq 10$ : otherwise Def C*

SG 6 PG

Center  
(4th qtr/OT: Coach's Choice)

1

Off SF vs Def SG  
(fastbreak if  
defense rebounds)

*Offensive PF*

CRASH: Loose ball foul  
on Offensive SF

*Defensive C*

C 5 SF

**Coach's Choice: 4 (1,3)****2****Defensive SG (!)**

*Shot blocker rebounds as shooter wanted foul called—  
Check for TF on shooter  
(if no TF, draw Play Card)*

**SAG: Defensive SG***Off PG vs Def PG (+4)*PG **3** SG**Point Guard****5**

**Off C (+3) vs Def C**  
(fastbreak if  
defense rebounds)

*Team Rebound—Offense***SAG: Defensive C****SAFE: Defensive C***Off SG vs Def SG (+3)*PF **2** C**Shooting Guard****6**

**Offensive PF**  
(option for Column 2 shot)

*Shot blocker rebounds as shooter wanted foul called—  
Check for TF on shooter  
(if no TF, draw Play Card)*

**SAG: Off C vs Def C***Defensive SF*PF **2** C**Small Forward  
(4th qtr/OT: Coach's Choice)****3**

**Ball out of bounds,  
HCA roll  
to see which team  
gets team rebound**

*Offensive SG  
(Choice of Column 2 shot  
or draw next Play Card)*

*Off PG vs Def PG (+5)*SG **3** PG**Coach's Choice: 1 (2,3)****1**

**Off SF (+5) vs Def PF**  
(option for column 2 shot  
if offense rebounds)

*Offensive SF  
(Choice of Column 2 shot  
or draw next Play Card)*

*Off SG vs Def SG (+4)*PF **5** C**Point Guard****4****Off PF vs Def C***Team Rebound—Offense*

**CRASH: Loose ball foul  
on Offensive PF**

**3 PT: Team rebound—offense***Off SG vs Def SG (+1)*SG **4** PG**Small Forward  
(4th qtr/OT: Coach's Choice)****3****Off C (+■) vs Def PF**

*High at PF—  
If Off. rebounds, hurried shot  
to beat shot clock;  
use 2 PT rating minus 10*

*Off C (Off PF if C is  
free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

SG **3** PG**Point Guard****6****Defensive C (!)**

*Shot blocker rebounds as shooter wanted foul call—  
Check for TF on shooter  
(if no TF, draw Play Card)*

**SAFE: Defensive C***Off PG vs Def PG (+3)*SG **1** PG**Coach's Choice****2**

**Off SF vs Def SF**  
(Column 2 shot  
if offense rebounds,  
fastbreak  
if defense rebounds)

*Team Rebound—Offense**Off SG vs Def SG (+2)*SG **1** PG

## Power Forward

1

Defensive PF (!)

*Team Rebound—Offense*

CRASH: Defensive PF and fastbreak layup the other way for SG (Assist: PF-5)

*Off SG vs Def SG (+5)*

SF 6 PF

## Center

2

Defensive SF (!)

*Offensive SG—  
Hurried shot to beat shot clock;  
use 2 PT rating minus 10*

SAG: Defensive SF

*Off SG vs Def SG (+6)*

PF 6 C

Center  
(4th qtr/OT: Coach's Choice)

3

Off C vs Def C (+5)  
(option for Column 2 shot if offense rebounds)

*Team Rebound—Defense*

CRASH: Off C (+4) vs Def C (column 2 shot if Off rebounds, fastbreak if Def rebounds)

*Defensive SF*

PF 5 C

## Small Forward

5

Rare Play

*Defensive SG (!)*

CRASH: Off PF (+4) vs Def SF (column 2 shot if Off rebounds, fastbreak if Def rebounds)

*Off SF vs Def SF (+4)*

C 4 SF

## Center

4

Off SF vs Def SF  
(option for Column 2 shot if offense rebounds)

*Team Rebound—Offense*

CRASH: Loose ball foul on Offensive SF

*Off SF vs Def SF (+6)*

C 3 SF

## Power Forward

3

Off SG (+■) vs Def SF

*Offensive C—Column 2 shot*

CRASH: Off SG (column 2 shot)

SAG: Defensive SF

*Off C vs Def C (+2)*

C 3 SF

## Power Forward

4

Off PF vs Def SG (+2)

*Ball knocked out of bounds  
(ball to Home Team)—  
Def SF injured  
diving for loose ball*

SAFE: Defensive SG

*Off C vs Def C (+8)*

PG 1 SG

## Shooting Guard

2

Off PG (+■) vs Def SF

*Team Rebound—Defense*

CRASH: Off PG (column 2 shot)

SAG: Defensive SF

*Off C vs Def C (+10)*

PG 4 SG

## Coach's Choice: 1 (2,3)

4

Def SF if rated 10 or higher—  
otherwise, Off C

*Defensive SF (!)*

SAFE: Defensive SF

3 PT: Team rebound—defense

*Off SF vs Def SF (+3)*

C 1 SF

## Small Forward

6

Highest rebounder  
on  
Defense  
(tie order: PF-C-SG-SF-PG)

*Offensive SF  
(Choice of Column 2 shot  
or draw next Play Card)*

*Off PG vs Def PG (+3)*

PG 1 SG

## Coach's Choice: 2 (3,4)

1

Off SF (+5) vs Def SF  
(option for Column 2 shot  
if offense rebounds)

*Defensive PF*

SAG: Defensive SF

*Off C vs Def C (+4)*

C 4 SF

## Coach's Choice: 4 (3,2,1)

1

Off SG (+4) vs Def SG  
(option for Column 2 shot  
if offense rebounds)

*High at PF—  
If Off. rebounds, hurried shot  
to beat shot clock;  
use 2 PT rating minus 10*

*Off C vs Def C (+6)*

C 1 SF

## Coach's Choice: 1 (3,2)

2

Off PG (+3) vs Def PG  
(option for Column 2 shot  
if offense rebounds)

*Team Rebound—Defense*

SAG: Defensive PG

*Off C vs Def C (+12)*

SG 4 PG

## Small Forward

5

Off SF if rated 8 or higher—  
otherwise, Def SF

*Team Rebound—Defense*

CRASH: Off SF (column 2 shot)

SAFE: Defensive SF

*Off PG vs Def PG (+1)*

PF 1 C

## Shooting Guard

5

Off PF if rated 10 or higher—  
otherwise, Def PF

*Team Rebound—Offense*

CRASH: Off PF (column 2 shot)

SAFE: Defensive PF

*Off PG vs Def PG (+2)*

PG 4 SG

## Coach's Choice: 1 (2,3)

5

Off SG (+2) vs Def PG

*Defensive PG (!)*

SAFE: Defensive SG

*Team Rebound—Offense*

PG 12 SG

## Point Guard

6

Off SF (+6) vs Def C

*Offensive PF  
(Choice of Column 2 shot  
or draw next Play Card)*

SAG: Defensive C

*Team Rebound—Defense*

PF 3 C

## Coach's Choice: 1 (2,3)

2

Off PG (+4) vs Def SG

*Defensive PG (!)*

SAG: Defensive SG

3 PT: Off PG vs Def SG (!)

*Team Rebound—Defense*

PF 3 C

## Point Guard

4

Off SF (+8) vs Def C

*Offensive PG  
(Choice of Column 2 shot  
or draw next Play Card)*

SAG: Off SF vs Def C

Off PF vs Def PF (+6)

SF 1 PF

## Point Guard

2

Off PF (+6) vs Def C  
(option for Column 2 shot  
if offense rebounds)

*Offensive PF  
(Choice of Column 2 shot  
or draw next Play Card)*

Off PF vs Def PF (+8)

SF 4 PF

## Shooting Guard

4

Off PF (+6) vs Def PF

*Defensive PG (!)*

CRASH: Off PF (+4) vs Def SG  
(column 2 shot if Off rebounds,  
fastbreak if Def rebounds)

Team Rebound—Defense

PF 1 C

## Shooting Guard

2

Def SG if rated 10  
or higher—  
otherwise, Off C*Defensive PG (!)*

SAFE: Defensive SG

Off SF vs Def SF (+2)

C 8 SF

## Rare Play

5

Off PF (+■) vs Def C

*Defensive PG (!)*

SAG: Defensive C

Off PF vs Def PF (+2)

PF 4 C

## Coach's Choice: 1 (2,3)

3

Off C (+4) vs Def C  
(option for Column 2 shot  
if offense rebounds)*Defensive PG (!)*

*Off C (Off PF if C is  
free throw shooter)  
(Option for Column 2 shot  
or draw next Play Card)*

PG 3 SG

## Coach's Choice: 1 (2,3)

3

Off PF vs Def SF (+2)  
(option for Column 2 shot  
if offense rebounds)*Defensive PG (!)*

3 PT: Defensive PG (!)

Off PF vs Def PF (+10)

SF 3 PF

## Small Forward

1

Defensive SF (!)

*Defensive PG (!)*

SAG: Defensive SF

SAFE: Defensive SF

Off PF vs Def PF (+12)

SF 3 PF

## Coach's Choice: 1 (2,3)

2

Def PG if rated 8 or higher—  
otherwise, Off SF

*Offensive SF  
(Choice of Column 2 shot  
or draw next Play Card)*

SAFE: Defensive PG

Off SF vs Def SF (+1)

PG 7 SG



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